

Sylvain Tran

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SUMMARY OF SKILLS AND QUALIFICATIONS

Operating Systems | • Windows 7, 8, 10 • MacOS Big Sur • Unix • Android

Applications | Microsoft Office: Word • Excel (VBA) | IDE & Other: • PPT • Eclipse • Atom • Visual Studio

Programming | C • C++ • C# (intermediate) • Java (intermediate) • JavaScript (intermediate) • Ruby • Python • PHP
• HTML5 (intermediate) • CSS3 (intermediate) • CLisp • Prolog

Platforms | three.js • p5.js • Node.js • Unity Engine

Methodologies | Agile • Rapid Iteration Prototyping • Materialization for Design Method and Analysis

Other | Visual Studio • GitHub • 3D Modelling, Texturing, Animating (Blender)

Languages | Native French | Spoken & Written • Fluent English | Spoken & Written • Khmer | Spoken

Licenses & Certifications | Valid driving permit • CPR

EDUCATION

Bachelor of Computer Science – General Program, Career Edge Co-op	2020-2023 (Expected)
<ul style="list-style-type: none"> Member of the Institute for Co-operative Education Relevant courses: Linear Algebra, Calculus I-II, Calculus III-IV (expected), Advanced Program Design using C++, Data Structures and Algorithms, Object-oriented Programming II 	
Ubisoft Rational Game Design	2019-2020
Ubisoft, Concordia University, Montreal, QC <ul style="list-style-type: none"> Certificate attesting 46 hours of rational game design training 	
Computation Arts – Specialization (30 credits)	2018-2020
Concordia University, Montreal, QC <ul style="list-style-type: none"> Relevant courses: Creative Computation I & II (A+) 	
Applied Programming Certificate (24 credits)	2018-2019
Université de Montréal, Montreal, QC	
Bachelor of Psychology – Honours with Distinction	2013-2017
Concordia University, Montreal, QC <ul style="list-style-type: none"> Cumulative GPA 3.63/4.30; Last year: GPA 4.3; Written Honours Research Thesis: Graded A+ (top 5% of all students) Relevant courses: Advanced Statistics, Advanced Research Methods, Honours Thesis 	

PROJECTS

V00717 - Funded Research Project (FRSQ, TAG, Speculative Play)	2021-present
Concordia University, Montreal, QC <ul style="list-style-type: none"> Developed an experimental video game as supervised by Dr. Pippin Barr for 120+ hours, by researching and programming Programmed in C#, using Procedural, Object-Oriented, Event-Driven and Functional paradigms Core Competencies: Analytical thinking, Critical thinking, Problem assessment and analysis, Adaptability	
Play the Pain - Funded Project (Media Health Lab)	2021-present
Concordia University, Montreal, QC <ul style="list-style-type: none"> Designed and coded 1,932 research articles on E-Health in a database 	

- Programmed a scientific abstract results and methods extraction tool using Google API

Core Competencies: Analytical thinking, Persistence, Problem assessment and analysis, Concentration

Ubisoft Game Lab 2020

2020

Concordia University, Montreal, QC

- Lead Game Designer

Core Competencies: Team Coordination and Communication, Conceptual and Analytical thinking, Persistence, Problem assessment and analysis

WORK EXPERIENCE

Web Developer

2020-Present

Paroisse Sainte-Catherine Labouré, Montreal, Québec

- Analyzed and established the website specifications which led to a new design
- Programmed, optimized and maintained the church's website which resulted in a lighter code base
- Integrated the code for a third party donation platform which led to more than 3,000\$ donations online
- Facilitated CMS, DNS and email setup for the client using the web host's help centre and live chat

Core Competencies: Analytical thinking, design thinking, oral and written communication, decision-making, teamwork

Data Entry Clerk

Sept 2017–2018

Aviva Canada, Montreal, Québec

- Maintained speed and skill under stress with system data entry, excel VBA macro tasks, 15+ junior employee questions
- Persisted through rapid changes in business technology (automatization of data entry) for over 3 months
- Led and trained 20 junior employees through video-conference and in-person in Toronto and Montreal, in efficient data entry and analysis, resulted in 100% operational productivity
- Presented data to business executives (VP Finance) and coordinated remotely with external programmer analysts

Core Competencies: Leadership, oral and written communication, analytical thinking, decision-making, teamwork

AWARDS & DISTINCTIONS

Carolyn and Richard Renaud Undergraduate Entrance Award

2013

Concordia Poetry Contest 3rd Place Winner

2015

GRE Psychology: Ranked in top 10% internationally, top 3% in Neurobiology

PROFESSIONAL ASSOCIATIONS

Member of Concordia Game Development Club, Concordia University, Montreal, Quebec

2021

Association for Psychological Science (APS)

2017

Member of Golden Key Honour Society

2016

INTERESTS

Experience Abroad

Travelled to Singapore (2019), touched the stones of Angkor Wat in Cambodia (2019).

Reading

Algorithms and data structures textbooks, programming languages books, screen writing workshop books, manga, psychology textbooks, and both elementary or intermediate to advanced mathematics and physics textbooks related to game programming

Sports

Kendo Club at Shidokan (2015).

Passions

Outdoors. Attends the Catholic Church weekly. Passionate about video games (gaming and development), media arts and analysis, aesthetic and creative coding